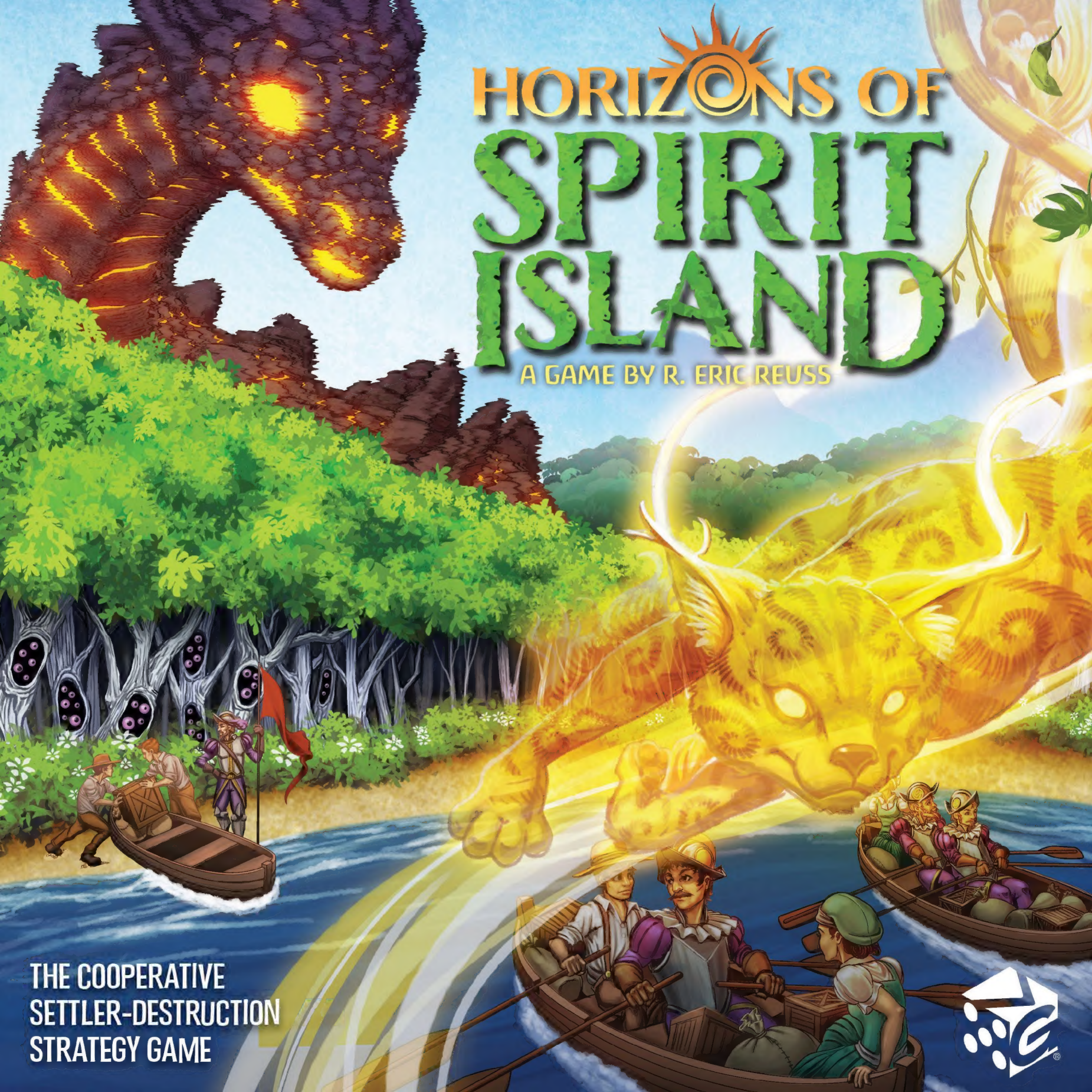
HORIZONS OF
SPIRIT ISLAND
A GAME BY R. ERIC REUSS
THE COOPERATIVE
SETTLER-DESTRUCTION
STRATEGY GAME

You are powerful Spirits of the natural world, existing on an isolated Island. Invaders from beyond the known sea have recently begun their colonization of your Island, killing the native Islanders – a people called the Dahan – and upsetting the natural balance. The Spirits of the Island must grow in power and throw back the Invaders before the Island is blighted beyond hope of recovery!

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or require replacement pieces,
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INTRODUCTION

Horizons of Spirit Island is a cooperative game for 1-3 players where each player is a Spirit of nature, defending their Island from invading colonists who have little regard for the well-being of the land or its native inhabitants, the Dahan. Every turn, all Spirits act simultaneously, employing Powers to push the Invaders back, bolster the Island, and aid the Dahan. The Spirits start out limited and must grow in order to catch up to the rapidly expanding Invaders, whose Actions drive them to spread across the Island and establish settlements, spreading Blight in their path. To win, the Spirits must drive the Invaders from their island by destroying their buildings and terrifying any survivors. However, the game ends in defeat if the Island is overrun by Blight, if any Spirit is destroyed completely, or if you fail to drive the Invaders off before they become entrenched.

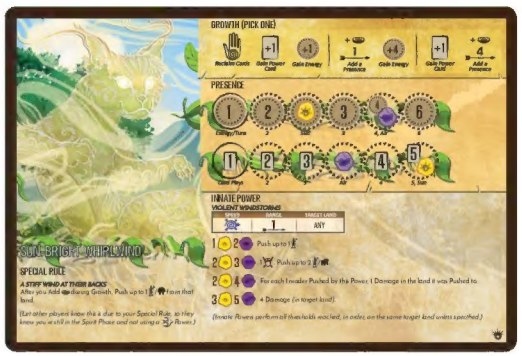
Once you know the game, ***Horizons of Spirit Island*** takes about 60-90 minutes to play – slightly shorter for games with 1-2 players, slightly longer for games with 3.

COMPONENTS

1 GAMEBOARD

1 QUICK START GUIDE

5 SPIRIT PANELS



27 EXPLORER TOKENS

24 DAHAN TOKENS

18 CITY TOKENS

24 TOWN TOKENS

6 EXPLORER X3 TOKENS

21 BLIGHT TOKENS

30 ENERGY MARKERS

(21 1-ENERGY MARKERS)
(9 3-ENERGY MARKERS)

39 SPIRIT PRESENCE

(13 IN EACH OF 3 COLORS)

9 SINGLE-TURN EFFECT MARKERS

(3 IN EACH OF 3 COLORS)

21 FEAR MARKERS

2 TERROR LEVEL DIVIDER CARDS

15 FEAR CARDS

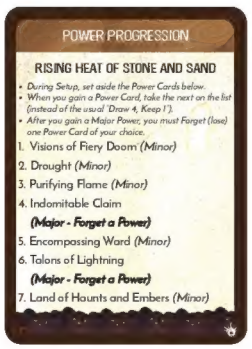
15 INVADER CARDS

22 MAJOR POWER CARDS

36 MINOR POWER CARDS

20 UNIQUE POWER CARDS

5 POWER PROGRESSION CARDS


POWER PROGRESSION
RISING HEAT OF STONE AND SAND
• During Setup, set aside the Power Cards below.
• When you gain a Power Card, take the next on the list (instead of the usual "Draw 4, Keep 1").
• After you gain a Major Power, you must Forget (lose) one Power Card of your choice.
1. Visions of Fiery Doom (Minor)
2. Drought (Minor)
3. Purifying Flame (Minor)
4. Indomitable Claim
(Major - Forget a Power)
5. Encompassing Ward (Minor)
6. Talons of Lightning
(Major - Forget a Power)
7. Land of Haunts and Embers (Minor)

3-ENERGY AND EXPLORERS X3

The 3-Energy Markers are helpful when a Spirit is generating a lot of energy, so you need more than just a handful of 1s. Any energy you don't spend in a round rolls over to the next round, so if you're building up a good deal of energy, feel free to use the 3-Energy Markers to keep your stacks of energy from being unmanageable.

The Explorer x3 Tokens can similarly be used if there are a lot of Explorers in one land and you want to save space and/or free up the single Explorer tokens. Nothing specifically places the Explorer x3 Tokens, but you can trade them out freely for 3 Explorers in one land. Just remember that that token is not 1 Invader piece, but actually counts as 3 individual Invader pieces! It's just a helpful reminder token.

GAME SETUP

If this is your first time playing, check out the "Quick Play Guide" included in this box. The island can be overwhelming, so we'll be your guides for the first game as you setup and play through your first turn!

GAMEBOARD AND ISLAND BOARDS

To the right is the gameboard for ***Horizons of Spirit Island.*** Potentially confusingly, the Island itself is split up into "boards", as well. Why is that?

Horizons of Spirit Island is the descendant of a game called ***Spirit Island***, which was released in 2017, but is available at hobby game stores everywhere! In that game, the Island is not one big connected map, but rather made up of a number of boards equal to the number of players in the game. The Island boards in ***Spirit Island*** look much like each of the individual boards on the 3 player side of the ***Horizons of Spirit Island*** map.

Once you've mastered ***Horizons of Spirit Island*** and are wanting more, you can get more Spirits, dangerous Adversaries, and more gameplay options in the original core game ***Spirit Island***, as well as its expansions, such as ***Spirit Island: Jagged Earth.***

The gameboard contains all of the non-Spirit information for ***Horizons of Spirit Island***, including:

1. Invader deck and Invader actions section
2. Terror level and Fear deck
3. Blight pool
4. Fear pool
5. The Island itself, split up into 2 or 3 "boards", depending on whether you're playing on the 2 player or 3 player side

2 PLAYER BOARD

3 PLAYER BOARD

To set up the game, each of those sections require you to add components in specific ways.

THE SUPPLY

The Island is made up of 2 or 3 "boards", depending on whether you're playing on the 2 player or 3 player side. Each Island board has 1 Ocean, and 2 of each land type on it: jungles, mountains, sands, and wetlands. Each individual land on each board has a number in it, acting as a helpful reference label for that land, as well as a number of black icons, indicating what gets added to that land during setup.

- = 1 City token
- = 1 Town token
- = 1 Dahan token
- = 1 Blight token

Add Cities, Towns, Dahan, and Blight to the board in the lands indicated by the setup icons.
Note: The Blight added to the board as part of setup does **not** come from the Blight Pool, but from the box. Add Blight to the Blight Pool after adding Blight to the indicated lands.

THE INVADER DECK

The Invader deck goes on the gameboard on the "Explore" action space. The Invader deck is 12 cards:

- 5 Stage III cards on the bottom, then
- 4 Stage II cards, then
- 3 Stage I cards on top

Mix up the cards from each Stage and choose without looking at them, putting unused cards back in the box. (There are 4 Stage I cards, 5 Stage II cards, and 6 Stage III cards, so randomly return one of each to the game box.)

TERROR LEVEL AND FEAR CARDS

Shuffle the Fear Cards and put 9 of them on the Fear Deck space. Place the "Terror Level 3" divider 3 cards from the bottom and the "Terror Level 2" divider 3 cards above that, so the deck is divided into 3 groups of 3 cards each.

BLIGHT POOL

Place 5 Blight per player on the Blight Pool, then add 1 additional Blight.

FEAR POOL

Put 4 Fear Markers per player into the Fear Pool.

GAME SETUP

PLAYER SETUP

Each player takes all Spirit Presence discs and Single-Turn Effect Markers of one color, then chooses a Spirit by taking a Spirit Panel and four Unique Power Cards, which will be their starting hand.

Each player starts on a different Island board, following the Setup instructions on the back of their Spirit Panel to put Presence into one or more lands on their starting board. Players then flip their Spirit Panels and place all remaining Presence discs onto the dashed circles on their Presence Tracks. The leftmost numbers with solid circles remain uncovered.

Note: Once the game begins, Spirits are not restricted to play only on their starting board. Presence and Powers may be placed or used on any board. Collaborating with other Spirits to protect the entire Island is essential!

POWER CARDS

For each player playing the game for first time, find the Power Progression Card for their Spirit and follow the instructions on it to build their personal Power Progression deck. Then, separately, shuffle the Minor Power Cards and the Major Power Cards, putting each deck to the side of the board, accessible to all players.

INVADERS' STARTING ACTION

To finalize the Setup, the Invaders take the Explore step of the Invader Phase. Reveal the top card of the Invader Deck. The Invaders take an Explore Action in every land of that type. Then place that card face-up in the "Build" space.

SEQUENCE OF PLAY

Each turn has the following phases:

1. Spirit Phase
2. Fast Power Phase
3. Invader Phase
4. Slow Power Phase
5. Time Passes

Players act simultaneously within each phase, conferring as they wish. Table talk is not just allowed; it's likely necessary for victory!
For more information on how to play the game, check out **Game Concepts** on page 15.

WHO DECIDES

When the game calls for a decision (where Blight cascades to, which Invaders to do Damage to, etc) and it's not specified who makes it, what do you do? If the decision springs from a Power, the Spirit using the Power makes the decision. For other situations, players should try to come to a consensus. But in the rare event that agreement is not possible:

- For decisions about/within a land: Each Spirit makes choices regarding the lands on their starting board.
- For other cases: The game owner/organizer makes the call.

SPIRIT PHASE

Each Spirit does three things, in the following order:

- **Grow:** Choose one of the three Growth options under "Growth" at the top of the Spirit Panel. Each section has two or three icons, indicating the actions you take as part of that growth option. You must do everything shown in the section you select, but you may choose the order.
- **Gain Energy:** Gain an amount of Energy equal to the highest uncovered number on your Energy Presence Track. Place any gained Energy on or near your Spirit Panel.
- **Play and Pay for Power Cards:** Select the Power Cards (both Fast and Slow) that you will use this turn. The maximum number of Power Cards you can play each turn is the highest uncovered number on the Card Plays Presence Track (even if you have enough Energy to pay for more). You must immediately pay Energy for all Power Cards played, even Slow ones. Likewise, you immediately gain all Elements on played Power Cards, even if the Power's effects are Slow. For more about Elements, see page 19. Do not resolve the effects of the Power Cards yet.

Once all players have Grown, gained their Energy, and played their Power Cards for this turn, paying their costs as they do, it's time to proceed on to the Fast Power Phase.

FAST POWER PHASE

Players resolve Fast Powers – both Innate Powers printed on their Spirit Panel and Power Cards they played. Powers may be resolved in whatever order the players want, so long as no Power interrupts another partway through. If a player discovers they do not want to use a Power's text effect (or cannot use it), they may choose to skip it entirely. Sometimes, a Power Card will be worth playing mostly or even solely for its Elements.

You can't delay using a Fast Power until the Slow Power Phase, even if you want to. Use it now or forego it.

INVADER PHASE

The Invader Phase has the following parts, each encompassing a span of months or years:

1. **Fear Cards:** Resolve Fear Cards that the Spirits have earned by terrifying the Invaders.
2. **Ravage:** The Invaders damage the land with their careless management of natural and cultural resources through farming, mining, fishing, hunting, and clashing with the Dahan.
3. **Build:** The Invaders settle into new lands and increase their hold in already settled areas.
4. **Explore:** Scouts and adventurers look for new opportunities in unsettled lands.
5. **Advance Invader Cards:** The Invaders indicate where they will act next turn.

1. FEAR CARDS

If any Fear Cards have been earned, pick up the whole face-down stack of earned cards, flip it over, and resolve the cards one at a time in the order they were earned. Then, discard them to the Fear Discard space on the board. Use only the effect listed under the current Terror Level. This could be higher than the Terror Level was when the card was earned. Fear effects last only for the current turn.

- **Fear Earned through Fear Effects:** Most Fear effects do not cause more Fear. They Remove Invaders rather than Damaging or Destroying them. However, there are exceptions. If you do earn a new Fear Card this way, put it at the bottom of the stack of cards you're currently resolving; if this also advances the Terror Level, continue resolving the effects of the current card at the old Terror Level, then resolve the rest of the stack at the new Terror Level.
- **Each Player:** Many Fear effects tell "each player" to do something. Players are restricted only by the card's instructions in which lands they affect; the effect represents activity by the Invaders or Dahan, not the Spirits. First one player follows the instructions fully, then the next player does, etc.

2. RAVAGE

Look at the Invader Card (if any) in the Ravage space on the board: Ravage in each land of the shown type that also has Invaders. First, Invaders deal Damage simultaneously to the land and Dahan. Then, any surviving Dahan fight back.

When Invaders Ravage in a land, they deal Damage: 1 per Explorer, 2 per Town, and 3 per City, all totaled together. Reduce the total Damage by the total of Defend effects (from Spirits and Fear Cards) in that land, then simultaneously:

- **Invaders Damage the Land:** If 2 or more Damage is dealt, Add 1 Blight from the Blight Pool to the land, Destroying 1 Presence from each Spirit in that land. If there was already any amount of Blight in that land, the Blight cascades, Adding 1 Blight from the Blight Pool to 1 adjacent land. (If that land already has Blight, the Blight will cascade again into yet another adjacent land.)
  - Only 1 Blight is Added to a land from Ravage, no matter how much Damage is dealt. 2 Damage Adds 1 Blight; 9 Damage Adds 1 Blight.
  - 1 or less Damage to the land is ignored.
- **Invaders Fight the Dahan:** Every 2 points of Damage Destroys one Dahan. You must Destroy Dahan as efficiently as possible; you cannot disperse Damage among multiple Dahan to avoid killing them.
  - If a Dahan is dealt 1 Damage, flip it to show that it is Damaged. Any surviving Damaged Dahan will recover at the end of the turn during Time Passes.

After Invader Damage has been fully resolved in a land, any surviving Dahan there fight back. Each Dahan deals 2 Damage to the Invaders. You choose how the Damage from the Dahan is allocated to the Invaders in that land.

- The Dahan will fight back even if the Ravaging Invaders deal no Damage (for example, due to Defend Powers), but not if the Ravage Action has been skipped or stopped from happening altogether.
- Land Order: If it makes a difference in what order you resolve the lands for a given Invader Card, the players choose.

Spirit Presence does not fight back as Invaders do not directly attack the Spirits.

3. BUILD

Look at the Invader Card in the Build space on the board: Build in each land of the shown type that also has Invaders.

When Invaders Build in a land, they Add either one City or one Town:

- If the land has more Towns than Cities, Add a City. (You are not upgrading the Towns, you are Adding a new City from the supply.)
- In all other cases, Add a Town.

4. EXPLORE

Turn the top card of the Invader Deck face-up. Invaders Explore, Adding an Explorer to lands of the shown type only, venturing forth from Towns and Cities or approaching from the Ocean. If there is no card to turn up, time has run out and you lose.

STAGE II

Most Stage II cards show . When learning to play, these do nothing, but when you want to kick the difficulty up a notch, perform this action the first time you resolve each Invader Card with this symbol, before Adding Explorers:

> On each Board: Add 1 to a land without .

STAGE III

Stage III cards show two terrains with a "+" between them. These cards cause Invader Actions in both terrains. (Players still get to choose the land order; they don't have to resolve all of one terrain before the other terrain.)

Add an Explorer to every land of the shown type which either:

- Contains at least 1 Town or City; or
- Is adjacent to at least 1 Town, City, or Ocean.

No matter how many sources are in or adjacent to an Explored land, you only Add one Explorer. Explorers are Added directly from the supply, not moved around on the board.

5. ADVANCE INVADER CARDS

After Explore, slide all of the Invader Cards left: Move the Ravage Card to the discard, the Build Card to the Ravage space, and the Explore Card to the Build space, so that next turn they will Ravage where they Built this turn and Build where they Explored this turn.

Remember: Ravage, Build, and Explore Actions only happen in the land type(s) shown on their cards. Ravage and Build Actions only happen in lands that have Invaders. Explore Actions only happen in lands with or adjacent to a source of Invaders. Explorers are not sources for Explorers.

SLOW POWER PHASE

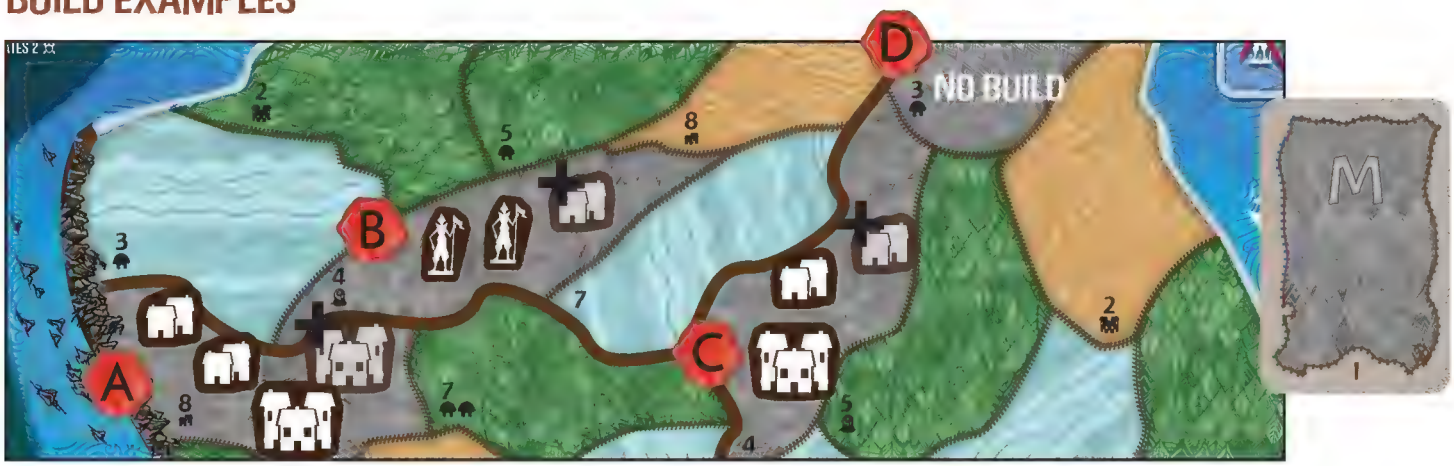
Players resolve Slow Powers, both the Innate Powers printed on their Spirit Panel and any Power Cards they played. This works just like the Fast Power Phase, but for powers with the Slow Power blue turtle icon.

TIME PASSES

This is the wrap-up phase at the end of each turn.

- Discard: Players discard all Power Cards played this turn into their personal discard piles.
- Damage and Elements Clear: All Elements go away. All Damage done during the turn goes away.
  - Restore any flipped Dahan or Invader pieces to their undamaged side.
  - If you're using the Reminder Tokens for Single-Turn Effects, make sure to remove those at this time, as well.

BUILD EXAMPLES



For these examples, the Build Actions take place in Mountains.

A) This land has more Towns than Cities, so a City is Built here.
B) This land has only Explorers, which means it has the same number of Town and Cities: zero. Thus a Town is Built here.
C) This land has the same amount of Towns and Cities, so a Town is Built here.
D) This land has no Invaders, so the Invaders do not Build here.

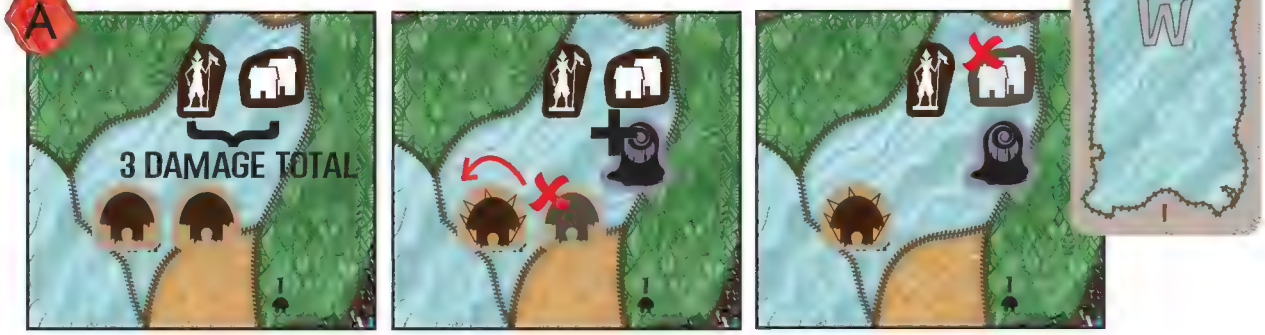
EXPLORE EXAMPLES

For these examples, the Explore Actions take place in Jungles.

A) This land includes a Town or City already, so an Explorer is Added here.
B) This land is not Coastal and is not adjacent to a land with any Towns or Cities. The Invaders do not Explore here.
C) This land is adjacent to a land with a Town or City, so an Explorer is Added here.
D) This land is Coastal and is adjacent to a land with a Town or City. (Either would be sufficient.) One Explorer is Added here.

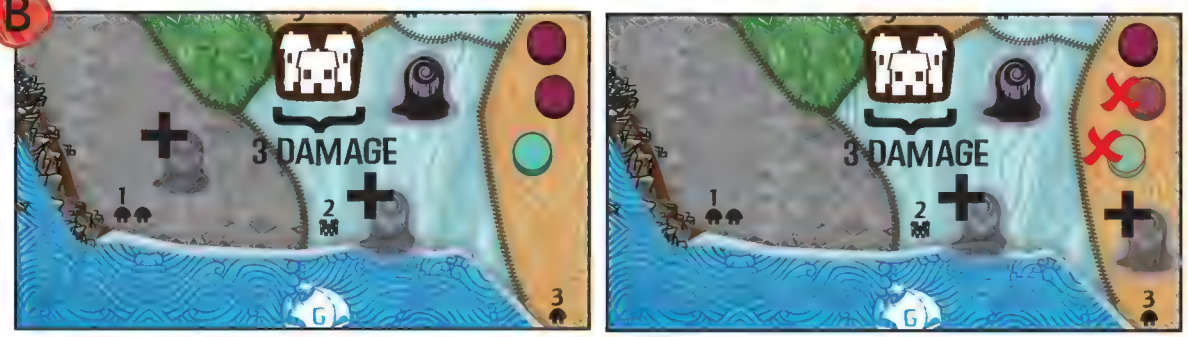
RAVAGE EXAMPLES

A



Wetlands about to Ravage. Step 1 Step 2

B



Option 1 Option 2

For these examples, the Ravage Actions take place in Wetlands.

A) This Wetland has 2 Dahan, 1 Town, and 1 Explorer in it. The Town and Explorer deal a combined Damage total of 3 (2 from the Town and 1 from the Explorer) to the land and to the Dahan.

- ***Step 1:*** 3 Damage to the land adds a Blight. 3 Damage to the Dahan Destroys one of the Dahan and deals 1 Damage to the other.
- ***Step 2:*** Now it's the Dahan's turn to fight back, dealing 2 Damage. The players choose to direct that 2 Damage at the Town, Destroying it. This generates 1 Fear.

B) This Wetland has 1 City and 1 Blight in it. The City deals 3 Damage to the land; since at least 2 Damage was dealt to the land, it Adds 1 Blight. Because Blight already exists here, the newly-added Blight causes a cascade: another Blight must be Added to an adjacent land of the players' choosing.

Two of the available options are:

- Option 1: The second Blight is Added to land #1, which was previously empty.
- Option 2: The second Blight is Added to land #3, Destroying 1 red-violet Presence (meaning this land is no longer a Sacred Site for red-violet) and 1 teal Presence (removing teal from the land entirely).

Option 1 is likely the better choice because it does not Destroy any Presence.

VICTORY AND DEFEAT

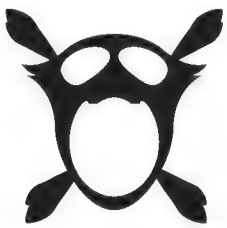
At the start of the game, the Invaders are at Terror Level 1. They're not afraid of the Island and probably aren't even aware of the Spirits' existence. To win, you need to completely clear the Island of Invaders. As you earn Fear Cards you will reach new Terror Levels with easier victory conditions. Anytime you meet the current victory condition, you win after resolving the current effect – the Invaders have had more than they can take, and abandon the Island entirely. If you empty the Fear Deck entirely, you win the game!

You can lose three ways:

- **Too Much Blight:** If the Blight Pool runs out of Blight, you lose.
- **A Spirit is Destroyed:** If any Spirit has no Presence left on the Island, you lose.
- **Time Runs Out:** If you need to reveal an Invader Card (to Explore), but the Invader Deck is empty, you lose.

FEAR AND TERROR

Fear is generated by Spirit Powers with the Fear symbol: and by destruction: Destroying a Town generates 1 Fear; Destroying a City generates 2 Fear. Fear terrifies the Invaders as a whole. For each Fear generated, advance one Fear Marker from the Fear Pool to the Generated Fear area.



- When all of the Fear Markers are in the Generated Fear area, move the top card of the Fear Deck face-down into the Earned Fear Cards space. If this reveals a Terror Level divider, move it to cover the old Terror Level (which starts at Level 1, preprinted on the board). Move the Fear Markers back to the Fear Pool; if you have leftover Fear after earning a card, move that many Fear Markers to the Generated Fear area.
- Cards in the Earned Fear Cards space are flipped and resolved during the next Invader Phase. Like Powers, effects of Fear Cards last for the current turn only, unless they change the board in some way. After each Fear Card is resolved, move it to the Fear Discard space.

When you reveal a new Terror Level divider, the new Terror Level and victory condition take effect immediately, so you might instantly win!

WIN CONDITIONS

- **Terror Level 1:** No Invaders on the Island.
- **Terror Level 2:** No Towns or Cities on the Island.
- **Terror Level 3:** No Cities on the Island.
- **Terror Level VICTORY:** Immediate victory!

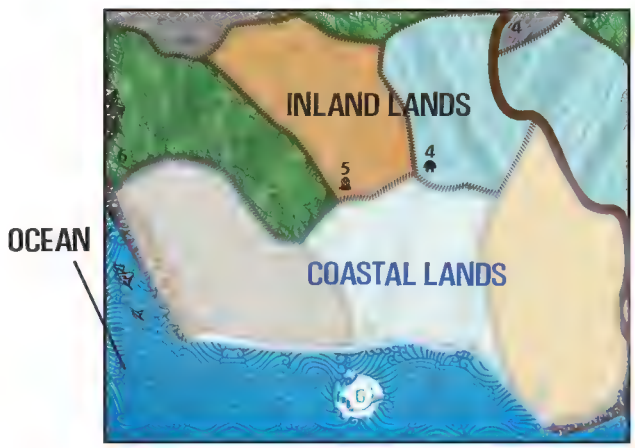
- Upon winning, if you like, you may remove all Invader pieces to see what the island looks like after they flee!
- In the rare case that a single Power Card or other effect causes you to both win and lose, you win a **Sacrifice Victory**: you are destroyed, but the Island, the Dahan, and many other Spirits survive.

BOARDS AND LANDS

Each Island Board is divided into eight numbered lands, with exactly two of each terrain (Jungle, Mountain, Sands, and Wetland). Most pieces only affect other pieces in the same land, unless explicitly specified.

Two lands are "adjacent" when they touch, even if they're not on the same Island Board or meet only at a corner.

Each board also shows a swath of Ocean, to indicate which lands are readily accessible by sea. Lands adjacent to the Ocean are Coastal. Lands not adjacent to the Ocean are Inland. (The other Island borders are rocky cliffs and do not count as Coastal.) The Ocean itself is not a land, and is not in play.



PRESENCE AND SACRED SITES

Spirit Presence marks the lands a Spirit occupies. Lands with your Presence are sometimes referred to as "your lands". If your Presence is ever Destroyed (for example, by Blight being Added to the land), it is put next to the Island. If any Spirit ever has no Presence left on the Island, the players immediately lose. A land can hold any number of Presence from any number of Spirits.

Game effects that do things with Presence (such as Move it or Destroy it) always affect Presence on the Island unless they say otherwise.

A Spirit has a Sacred Site in any land where it has more than one Presence. Some Powers can only be used from these places of focused influence.

ENERGY AND CARD PLAYS

Spirits affect things on the Island by playing Power Cards from their hand. A Spirit can play whichever cards they like each Spirit Phase, limited by two things:

- They can only play as many cards as they have Card Plays available, which is the highest revealed number on the Card Plays (lower) Presence track.
- They must have enough Energy to pay for the cards they play.

Every turn, each Spirit gains Energy equal to the highest revealed amount on their "Energy/Turn" Presence Track. Unspent Energy carries over to the next turn. Energy is individual and cannot be transferred between Spirits. Card Plays are also individual and cannot be shared with other Spirits. Unused Card Plays do not carry over to future turns.

- A card's Energy cost is in the circle in the top left corner of the card.
- Energy can be gained from Growth Options or the "Energy/Turn" (upper) Presence track on the Spirit Panel.

SPIRITS

Each Spirit has:

- A Spirit Panel with Growth, Presence Tracks, and Innate Powers;
- Four Unique Power Cards.

ANATOMY OF A SPIRIT PANEL

1. **Spirit Name**
2. **Art:** An image of this Spirit.
3. **Backstory:** The story and history of the Spirit.
4. **Setup:** Initial Presence placement and any special instructions.
5. **Play Style**: A brief description of the Spirit's strategy and comparison of its strengths and weaknesses, as well as a summary of Powers.
6. **Special Rules**: Any rules that work differently for this Spirit.
7. **Growth Options:** The Spirit's options for regathering of strength, reaching out to new lands, and learning new Powers. When a Spirit chooses a Growth option, they will select one section and take all of the actions indicated in it.

   Growth Options Include:
   - Add a Presence: Add one Presence from your Spirit Panel to the board (at up to a specified Range from an existing presence).
   - Gain Energy: Gain an amount of Energy immediately (in addition to this turn's normal Energy income).
   - Gain a Power Card (this can be a Minor Power Card OR Major Power Card)
   - Reclaim Cards: Reclaim all played Power Cards from your personal discard pile, returning them to your hand.
8. **Presence Tracks**: Each Spirit Panel contains two Presence tracks. The top one is Energy Gained per turn and the bottom one is Card Plays. To start, all but the leftmost space on each track is covered by Presence. When placing Presence on the Island, you can choose which track to take it from, but always take it from left to right within each track. As you remove Presence from each track you reveal progressively greater benefits. Removing Presence from the top track grants you more Energy while removing Presence from the bottom track allows you to play more Power Cards. Spirits use only the highest revealed number on the tracks for their Energy or Card Plays (these benefits are not additive). **Note:** Destroyed Presence is put in the supply, not returned to the Panel!
   - Some Spirits have bonus Elements on their Presence Tracks. These constantly provide the shown Elements once uncovered.
   - If a single Presence track space has multiple benefits, you get all of them – you don't have to choose.
   - Repositioning Presence: Whenever you would Add a Presence from your Presence track, you may instead use one of your Presence from anywhere on the Island. This is most often useful if all your Presence is in play: you can still reposition it.
9. **Innate Powers**: Free Powers that can be triggered using Elements. Unless explicitly specified, Innate Powers never cost Energy or use Card Plays. Like all Powers, they target a single land or Spirit unless explicitly stated otherwise.

INVADERS

The Invaders have begun to colonize your Island! While not specifically aiming to exterminate you, their colonization and "taming" of the land has upset the natural balance. The goal of the game is to drive off the Invaders by meeting the victory conditions of the current Terror Level. As more of the Invaders learn to Fear you, the victory conditions will get easier!

Invaders in a land do not automatically harm Spirit Presence or Dahan there. Invaders deal Damage only when Ravaging. Each type of Invader has a specified Health. To Destroy an Invader, you must deal Damage that meets or exceeds its Health in one turn. Some effects can Destroy Invaders regardless of Damage or Health.

There are three types of Invaders: Explorers, Towns, and Cities. A land containing any number of these is "a land with Invaders". The number of Invaders is not limited by the supply of pieces; in the unlikely case that you run out, use Energy Markers as "1 more / 3 more of this piece" markers. For Explorers, you can use the 3-Explorers Tokens to free up Explorers from a heavily populated land.

Explorers represent Invaders willing to travel into uncharted wilderness: mapping expeditions, the very boldest homesteaders, etc. They have 1 Health and deal 1 Damage during Ravage. Explorers are not themselves a source when Invaders Explore.

Towns represent homesteads and small frontier settlements. They have 2 Health and deal 2 Damage during Ravage. Towns act as a source of Explorers when Invaders Explore.

Cities are the largest and most pernicious type of Invader piece. They have 3 Health and deal 3 Damage during Ravage. Cities act as a source of Explorers when Invaders Explore.

Destroying Towns and Cities affects the Invaders' morale. Destroying a Town generates 1 Fear. Destroying a City generates 2 Fear. When a Town takes just 1 Damage, flip over the Town to indicate that it's damaged. When a City takes 1 Damage, flip it over to the damaged side. If it takes 1 more, put an Energy Marker by it to note that it has taken another Damage. During Time Passes, all Damage goes away, so remove any Energy Markers indicating Damage and flip over any damaged Towns and Cities.

BLIGHT

Invaders slowly but inexorably Blight the land. A certain amount of Blight is normal in nature – such as damage from a forest fire – but too much will overwhelm the Island. When you Add Blight to the Island during play, take it from the Blight Pool. If you Remove Blight from the Island, return it to the Blight Pool. If you run out of Blight in the Blight Pool, you lose.

After Setup, whenever you Add Blight to a land (including when Blight cascades), two bad things happen:

- Destroy Presence: In that land, Destroy one Presence from each Spirit with Presence there. Destroyed Presence is placed next to the Island, not returned to the Spirit Panels.
- Cascade: If the land already had any Blight, also Add one additional Blight to any one adjacent land. (If that adjacent land also has Blight, it will then cascade again from there, etc.)

THE DAHAN

The Dahan are the native, semi-nomadic human inhabitants of the Island. They coexist well with the land and the Spirits. They also aren't too thrilled about the Invaders' colonization, but are wary of initiating violence.

Each Island Board starts with 6 Dahan pieces. Population growth in the game's timespan occurs only with a few Powers which grant blessings of health, fertility, and good harvests. The number of Dahan is not limited by the supply of pieces.

Dahan only attack Invaders when a Spirit Power prompts them to do so, or when attacked themselves: after Invaders Ravage a land, any surviving Dahan in that land each deal 2 Damage to the Invaders in that land.

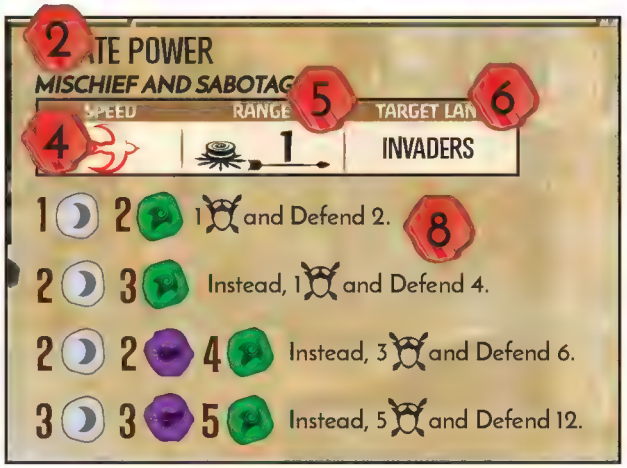
Each Dahan has 2 Health, meaning they are Destroyed by 2 Damage from Invaders. Damage from Spirits does not hurt Dahan, although some Spirit Powers cause Dahan casualties as a terrible side effect.

POWERS

Spirits affect the game using Powers, which are either Power Cards or Innate Powers printed on a Spirit Panel. Innate Powers function similarly to Power Cards, except they are automatically available every turn (i.e. do not use Card Plays) and require having certain Elements rather than spending Energy.

ANATOMY OF POWERS

1. **Energy Cost** (Power Cards only)
2. **Power Name**
3. **Elements Gained** (Power Cards only): There are eight Elements: Sun, Moon, Fire, Air, Water, Earth, Plant, and Animal. While a Power Card is in Play, you have the Elements shown. Some Powers have extra effects if you have gained specific Elements. Elements do not carry over from turn to turn. You have Elements from the moment you pay for a Power Card, regardless of whether the Power is Fast or Slow, and they go away as soon as it leaves play (usually during Time Passes). Powers that have Elemental thresholds do not spend or use up Elements that you have. If you have the Elements in Play, you meet the thresholds.



4. **Speed:** Fast Powers resolve their effects before the Invader Phase, while Slow Powers resolve their effects afterwards. Power Cards also show their speed by a red or blue ring around the Energy cost.
5. **Range:** How many lands away from your Presence this Power can reach. This is a maximum; you can always use a shorter Range. A Range of 0 means a land where you have Presence. Some Powers have limitations on what sort of land you can use them from (such as only from a Sacred Site, or only from a specific terrain); these are shown left of the range icon.
6. **Target:** What land type this Power can affect. Most Powers can target any type of land, but some are restricted by terrain, what's in the land, or whether it's Coastal/Inland. Powers always target one single land unless explicitly stated. Some Powers target a Spirit instead of a land.
7. **Effects** (Power Cards only): What the Power does. All effects take place in the single target land unless explicitly stated otherwise. ("Destroy all Towns" means "Destroy all Towns in target land", not "Destroy all Towns in the game"!) Perform effects in order, skipping any that cannot be followed. Effects that do not change anything on the board - such as "Skip all Invader Actions" - last only for the current turn.
    - Any italicized text *(like this)* is a reminder of normal game rules.
8. **Elemental Thresholds:** Optional effects which may only be used if the Spirit has gained certain Elements this turn (see #3 on the previous page). The required Elements are not "used up"; the threshold is simply a check to see if they are in play. For instance, a Spirit with 2 Water in play could meet any number of thresholds requiring 2 Water. You may always resolve a Power as if you had fewer Elements than you actually do. Resolve the base effect and all threshold effects that you meet, in order from top to bottom.
    - Exception: If a threshold says "Instead", it replaces all previous effects of the Power.

ELEMENTS

- **Sun:** Day, light, heat, dominance, command, constancy
- **Moon:** Night, cycles, darkness, dreams, transformation
- **Fire:** Heat, anger, destruction, desire, violent change
- **Air:** Wind, sky, sound, distance, speed, trickery, thought
- **Water:** River, fluidity, fertility, empathy, healing, disease
- **Earth:** The land, strength, constancy, stasis, resilience
- **Plant:** Verdancy, growth, entwining, regeneration
- **Animal:** Beasts, humans, blood, the body, life, death

GENERAL PRINCIPLE: DO AS MUCH AS YOU CAN

When resolving a Power's effects, do as much as you can. If one part does not apply or cannot be done, skip it and do the rest. The only targeting restrictions are those in the target bar, which are only checked when you start using the Power.

GENERAL PRINCIPLE: YOU CAN SKIP USING A POWER'S EFFECT

If you cannot or do not want to use a Power – perhaps the board situation has changed – you're allowed to skip its effects entirely. If it was a Power Card, you don't get your Energy back, but you do still get to use the Elements granted by the card.

When using a Power with thresholds, you may act as if you have fewer Elements than you really do, to avoid hitting all thresholds those Elements would let you reach. Other than that, it's all or nothing: you can't pick-and-choose instructions.

GAME CONCEPTS

GENERAL PRINCIPLE: ONE LAND! ONE TURN! ONE USE!

Unless a Power explicitly says otherwise:

- It only affects one single target land. "Destroy up to 3 Explorers" will let you Destroy up to 3 Explorers in the same land – not in multiple different lands. If a Power has multiple effects or multiple thresholds, they ALL apply to the same land.
- It only affects the current turn. "Dahan have +3 Health" or "Invaders do not Ravage in target land" affect this turn only, not the rest of the game. Any permanent changes to the game will be represented by changes to a board: pieces leaving, Fear Markers moving, etc.
- It can only be used once this turn. You cannot choose to pay for a Power Card twice and use it twice. Innate Powers can only be used once even if you have twice as many Elements as you need. If something makes a Slow Power Fast, you only get to use it during the Fast Phase, not both Phases.

SINGLE-TURN EFFECTS

A few Powers have temporary effects on a land (such as "Invaders skip all Actions"). There are Reminder Tokens you can use to mark those lands for the turn if you want; just remember to remove them at the end of the turn!

GAINING POWER CARDS

You will usually gain new Power Cards via Growth, but some Power effects can grant them. New Power Cards always go into your hand.

Whenever you're told to "Gain a Power Card":

- Choose whether you're gaining a Minor or Major Power. Draw 4 cards from that deck. If you would draw from an empty deck, first shuffle that deck's discard pile to make a new deck.
- Keep one drawn Power Card in your hand. Discard the others into the discard pile for that deck.
- After you get a new Major Power, you must Forget – permanently lose – one of your Power Cards. Put the Forgotten Power Card into the discard pile for its deck. Place it under your Spirit Panel if it is one of your Unique Powers.

WHICH POWER CARDS CAN I FORGET

Any of your cards! From your hand, your discard, or (if you somehow gain a Major Power mid-turn) from your cards in play. It can even be the Major Power you just chose. If you Forget a Power Card from play, you immediately lose the Elements it provided, and if you haven't used it yet, you don't get to. If you already used it, its effects continue until end of turn as usual.

POWER AND FEAR EFFECTS

DAMAGE, DESTROY, REMOVE, AND REPLACE

Some effects Remove Invaders, representing them fleeing in terror. Return the specified pieces to the supply. Some Replace Invaders: first you remove the Invader, then you put something else in its place. A Replaced Invader keeps any Damage it had. More Powers Destroy Invaders outright. Return the specified pieces to the supply. Destroying a Town generates 1 Fear and Destroying a City generates 2 Fear, but Removing or Replacing does not.

Whenever a Power or other effect says "Damage", it always means "Damage to Invaders" unless explicitly specified otherwise. When dealing Damage, it is done to any Invaders in the target land, divided among them however you choose. If an Invader has taken Damage equal to or greater than its Health, it is Destroyed immediately. Damage does not change the Health of a piece or how much Damage it will do during Ravage. Damage may be combined from multiple Powers. However, any remaining Damage on survivors heals at the end of the turn during Time Passes.

DAMAGE HURTS INVADERS

Invaders are not the only recipients of Damage in ***Horizons of Spirit Island:*** the land and Dahan can take Damage from Invaders Ravaging. But the overwhelming majority of Damage in the game is done to Invaders. Any time a Power, Fear Card, or other game rule does Damage, it always means "Damage to Invaders" unless explicitly specified otherwise. Most Spirit Powers do not harm the land or Dahan.

DOWNGRADE

Some effects Downgrade Invaders, representing gradual population loss. To Downgrade an Invader, Replace it with the next smallest Invader piece:

- To Downgrade a City, Replace it with a Town.
- To Downgrade a Town, Replace it with an Explorer
- To Downgrade an Explorer, Remove it.

Downgrade is a special form of Replace, so it follows all of the Replace rules (doesn't generate Fear, preserves Damage taken, etc.)

DEFEND

Some Powers let you Defend a target land, which reduces Damage done by Invaders to the land and/or Dahan. "Defend 2" means "Whenever Invaders deal Damage in target land this turn, reduce by 2 the Damage done to the land and to Dahan." If multiple Defend effects are used in one land, they add together. Defend effects last for the entire turn. Each player has optional Markers you can use to help you remember that a land is Defended this turn.

REMOVING BLIGHT

When you Remove Blight from the Island, return it to the Blight Pool.

GATHER AND PUSH

Some Powers tell you to Gather things into the target land (such as "Gather 1 Town", or "Gather up to 3 Dahan"). This means "Move that many things into the target land from land(s) adjacent to it". Gather only pulls things in from lands adjacent to the target; boosts to a Power's Range do not affect Gathering distance. If Gathering multiple things, they may come from different adjacent lands.

Other Powers tell you to Push things from the target land (such as "Push 1 Explorer", or "Push up to 3 Dahan"). This is the exact reverse of Gather. It means "Move that many things out of the target land, to adjacent land(s)". Push only sends things one land away; boosts to a Power's Range do not affect Pushing distance. If Pushing multiple things, they may go to different lands or not, as you wish. You can only Push into a valid land, not off the board or into the Ocean.

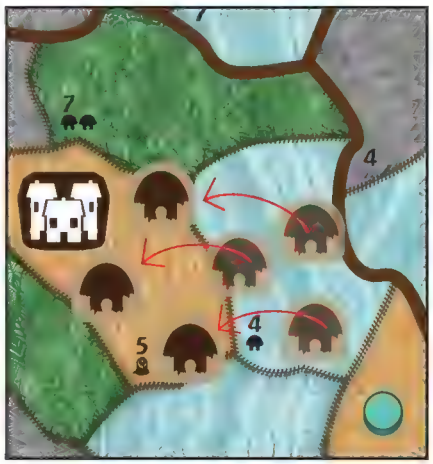
GATHER AND PUSH EXAMPLES

Invaders are currently set up to Ravage in the Sands next turn. The players want the nearby Dahan to fight back against that City in land #5.

GATHER

Using the card "Call to Migrate", the teal Spirit Gathers 2 Dahan from adjacent lands into the target land #4.

PUSH



Then, the Spirit uses the second half of the card's effects to Push 3 Dahan from target land #4 into land #5. Now, when the City Ravages, it will Destroy one of the Dahan and add a Blight, but the other two Dahan will fight back and Destroy the City.

REPEAT

Repeating a Power means "use the Power's text effects again". It doesn't grant the Elements along a card's left-hand side again, just the text effects. The three cards with Repeat are all Major Powers. If it's not clear how one works, just check below.

- **The Land Thrashes in Furious Pain:** if you meet the threshold, use the Power again in a land adjacent to the original target. The adjacent land doesn't need to have Blight in it or be within Range 2 of your Presence.
- **Winds of Rust and Atrophy:** if you meet the threshold, use the Power again, in a land within Range 3 of one of your Sacred Sites. (This could be the original land or a new one.)
- **Powerstorm:** grants the target Spirit the ability to use some of their played Power Cards an extra time by paying Energy. Extra uses can be on the same target or a different one. This may be used to Repeat a Slow Power Card later, in the Slow Phase.

In all cases, Repeats never cause further Repeats, so you can't end up in an infinite loop. Any changes to a power carry over to the Repeat – eg: having its Range / Speed boosted by Sun-Bright Whirlwind.

FREQUENTLY ASKED QUESTIONS

Q: When playing Presence during setup for Rising Heat of Stone and Sand, do I add both Presence to the one highest-numbered Sands land on my board, or 1 Presence each to the two highest-numbered Sands lands on the entire Island?
A: You put both Presence in the highest-numbered Sands land on your board. Setup for Spirits in ***Horizons of Spirit Island*** never puts Presence on boards other than your own.

Q: Can Gift of Wind-Sped Steps affect a Power which might Gather or Push something, like Devouring Teeth's innate power Death Approaches From Beneath the Surface?
A: Yes. Gift of Wind-Sped Steps can make Fast any Power with "Gather" or "Push" in the text effects, even if the Gather/Push is conditional or optional.

Q: If Gift of Searing Heat is used on Devouring Teeth Lurk Underfoot, and Devouring Teeth chooses to do 1 Damage, does it get the +1 Damage bonus from its Territorial Aggression special rule?
A: No. Territorial Aggression affects only Powers belonging to Devouring Teeth Lurk Underfoot. Gift of Seating Heat belongs to a different Spirit, even though it is letting Devouring Teeth do something.

Q: When a Spirit Repeats a Power granted bonus Damage by Devouring Teeth Lurks Underfoot, does it retain the Damage bonus?
A: It depends on the bonus. The Territorial Aggression special rule applies every time Devouring Teeth uses a Power, so the Repeated Power keeps the original +1 Damage bonus. On the other hand, the bonus from Gift of Furious Might can only be used once per turn, so it can apply to the first use or the Repeat, but not both.

Q: What counts as a "Damage-dealing" Power?
A: A Damage-dealing Power is a Power that actually results in Damage being dealt, not just a power with instructions that indicate to deal Damage.

For specific card clarifications and answers to any other questions,
visit https://querki.net/u/darker/spirit-island-faq/#!Horizons+of+Spirit+Island

SOLO PLAYER MODE

Solo games work much like normal games, but with a single Island board as the entire Island. On the two player side of the board, use spare Fear markers to mark off one of the Island boards, only playing on the other one.

Additionally, the amount of starting Blight tokens in the Blight pool and Fear markers in the Fear pool scale down for a solo player game: 6 Blight tokens, and 4 Fear markers.

Finally, the only other mechanical change is that Powers that normally can only target "Another Spirit" can be used to target yourself. You do not gain extra benefits from Powers that are better when used on another Spirit, such as *Gift of Constancy* or *Elemental Boon.* You do get both benefits from *Gift of Entwined Power.*

TIPS & TRICKS

STREAMLINING GAMEPLAY

- As you play Power Cards, put the required Energy on top of them. This will help you remember to pay for them.
- When you resolve a Power Card, you can push it forward or turn it sideways to note that it has been used. Don't discard it until the end of turn, as you may use of its Elements for thresholds of Major Powers and Innate Powers.
- When you resolve a Fear effect that affects an Invader Action (such as "Defend 2 in all lands"), place it atop the affected Invader Card so you don't forget to apply it.
- Every board has exactly two lands of each terrain. Knowing this can make it easier to search out all lands of a particular terrain.
- When resolving Invader Actions, be clear about which player is handling what, so you don't accidentally double Explore, Build, or Ravage. Some groups have each player manage the Invader Actions on their starting board. This can help new players understand how the Invaders act.
- During Setup, once you've put Blight on the Blight space and the Island, return the rest of the Blight to the box. This prevents accidently taking Blight from/returning Blight to the wrong place!
- When coordinating with your fellow Spirits, trying to remember every detail of what every player is doing is a recipe for overload. It can be much more fruitful to focus on objectives, diving into details only when necessary.
- Sometimes unlocking the thresholds of your Innate Power is more valuable than the cards you have in hand. You can play cards mostly for the Elements the cards give you and do your best to make use of the effects.
- It's worth playing Slow Powers even if you're not sure where to target them. The Invaders Explore every turn, so a Slow Power that moves or Destroys Explorers will likely have a use.
- Some players enjoy the game with a very analytical and carefully planned style, while others prefer very fast-and-loose "good enough!" play. The game works either way (or anywhere between) but both extremes at the same table can cause frustration. Try to make sure everyone is on the same page regarding time taken.

WHOOPS

You suddenly realize that for the past 4 turns you've been using a Power Card on lands it can't actually target. What to do? The answer is: don't sweat it. Especially on your first play or two, you'll likely make minor mistakes here and there. They're unlikely to break anything: the game will just be slightly easier/harder. So long as everyone's having fun, it's all good, there's no need to try and "rewind" and fix things. Just take note of what the correct rule is, and use it going forward.

GAME TOO HARD

If you're getting crushed and it's no fun:

- For a slightly easier game, give all Spirits a bonus Growth at the end of Setup.
- For a moderately easier game, omit the Invaders' initial Explore at the end of Setup.
- For a much easier game, do both.
- Note: Two Blight rules can make the game extremely punishing if misplayed. Ravaging Adds only one Blight to a land (not one per 2 Damage!), and Blight only cascades to a single adjacent land (not to all of them!).

GAME TOO EASY

If you want to increase the challenge, add in Stage II escalations!

Most Stage II cards show . When cards with would be used to Explore, first perform this action:

On each Board: Add 1 to a land without .

This means that those lands will now be a source of Explorers, making the Explore action on those cards more dangerous.

Another way to increase the challenge of the game is by adding an Adversary or Scenario from the original core game of Spirit Island or one of its expansions. These products also contain additional Spirits, Power Cards, Fear Cards, Events, and even more gameplay options!

BASIC STRATEGY

Feel under no obligation to read or use these – refer to them if you're feeling lost in your first games.

FIGHTING THE INVADERS

- Clear lands of Invaders before they Build. Often, a newly Explored land will have just 1 Explorer; moving or Destroying it before the next Invader Phase keeps the Invaders from Building a Town there.
- Destroy Invaders before they Ravage to keep them from harming the land and the Dahan.
- Once Invaders Explore into a particular terrain, you know they'll Build there next turn, and Ravage there the turn after that. That predictability is useful when planning how to use Slow Powers.
- Focus most on land types about to Build or Ravage, as those are the most imminent threats.

WHERE SHOULD I PUT MY PRESENCE/SACRED SITES?

- Put your Presence close enough to the Invaders that you can use all your Powers on them.
- Avoid lands where Invaders are about to Ravage and Add Blight. It will Destroy your Presence.
- Spread your Presence out across the Island so you can collaborate with other players. Three "1 Damage" Powers can Destroy a City!
- Many Damaging Powers and beneficial Fear Effects require Sacred Sites, so put them close to the Invaders.

WHERE SHOULD I MOVE THE DAHAN?

- Into lands with a few Invaders. Many Fear Effects will scare off Invaders from lands with Dahan, or inspire the Dahan to take the offensive. If Invaders are about to Ravage there, surviving Dahan will fight back.
- Into lands that you're Defending. If you have enough Defend to protect the Dahan, they can fight back without losing any of their numbers.
- Out of lands with many Invaders. If the Dahan will be wiped out when the Invaders Ravage, save them by getting them out of harm's way!

MISCELLANEOUS

- Blight spreads quickly once it starts cascading. Try to clean up lands before a second Blight is Added.
- If you are having trouble finding good targets for your Powers, that can mean one of two things:
  - That you are winning! If you have the Invaders on the ropes, focus on achieving victory!
  - That your Presence/Sacred Sites aren't close to the parts of the board you want to affect. Focus on getting Presence and Sacred Sites in places where your Powers will be able to reach the Invaders.
- If you are feeling constantly low on Energy, try placing more Presence from your Energy Track, not using all of your Power Card plays, choosing less expensive Power Cards, or taking an Energy-granting Growth option for a turn or two.

MORE SPIRIT ISLAND

Horizons of Spirit Island is compatible with the ***Spirit Island*** core game and expansions. When playing with multiple expansions, ***Horizons of Spirit Island*** content can be identified by the !

THE ISLAND

The Island has existed far longer than humans have lived there. But despite the continued existence of first-hand witnesses, assembling a coherent history is virtually impossible. Even among the most trustworthy Spirits, tales of the past are rife with contradictions, all maintained to be true.

THE SPIRITS

The Spirits of the Island are many and diverse: thronging wisps of breeze, strange half-seen shadows across still water, the sunbeam which forms perfect patterns even through tangled deadwood. Most do not fight the Invaders: the smaller Spirits are too weak; the greatest ones too slow or so strong they'd destroy the Island.

THE DAHAN

The Dahan were the first humans on the Island. They immigrated many centuries ago, and while they expected their new home to have Spirits, they were greatly surprised by the Spirits' numbers, vitality, and intensity of manifestation. Early relations between Dahan and Spirits were fraught, but over a great deal of time and no small number of tribulations they have learned to coexist as neighbors and – for the most part – allies. The Dahan no longer view the Spirits as gods, and the Spirits have a better understanding of the Dahan.

THE INVADERS

The Invaders found the Island a decade ago. Early coastal contact with the Dahan was fairly peaceful. The Dahan saw these new seafarers as analogues of their those-who-travel, and offered them appropriate hospitality. The Invaders saw a fertile, sparsely-populated Island, and brought word home of a land ripe for the taking.

The first colony ships arrived five years later, bringing both settlers and an onslaught of foreign diseases which tore through the Dahan. Spirit assistance helped many Dahan survive – but even so, as the game opens, they are just regaining their footing, mourning their dead, and discovering that these scourges were not the act of angry Spirits. They are divided on what to do: some see the Invaders as a menace to drive away, while others still think of them as "our new neighbors" or are fascinated with their lifestyle, tools, and beliefs.

The larger Spirits of the Island live and act on much longer timescales than humans. The most common reaction to the Invaders' arrival was "oh, great, more humans – here we go again", tempered with some optimism that Spirit-speakers of the Dahan could act as intermediaries to avoid another confrontation.

But the Invaders refused to listen and spread impossibly quickly, with more and more colony ships arriving each year. In the blink of an eye there were nearly as many Invaders as Dahan, methodically reshaping the land, destroying Spirit and Dahan alike in their heedless, swarming expansion...

YOU ARE THE SPIRITS.
CAN YOU SAVE YOUR ISLAND?

GLOSSARY/INDEX

Add: Put onto the board from the supply.
Blight: A piece showing environmental/spiritual harm to the Island.
Board: See Island Board.
Build: An Invader Action. Adds a Town or a City.
Card Plays: The number of Power Cards a Spirit may play each turn during the Spirit Phase, determined by the highest revealed number on a Spirit's lower Presence track.
Cascade: Upon Adding Blight to an already Blighted land, you must also Add one Blight to one adjacent land.
City: A type of Invader piece. Does 3 Damage, has 3 Health. Destroying a City causes 2 Fear.
Coastal Land: A land readily accessible to ships, adjacent to the printed Ocean area, without being separated by cliffs.
Dahan: A piece representing a clan/village of local Islanders. Does 2 Damage, has 2 Health.
Damage: Harm done to Invaders, the land, or Dahan. Whenever a card doesn't specify, it always means "to Invaders". Damage equal to an Invader or Dahan's Health Destroys it. Dealing 2 or more Damage to a land Adds one Blight to the land.
Defend: Guard a land against the Invaders. Reduces the Damage done by the Invaders to the land and Dahan by the specified amount.
Destroy: Reach an untimely end. Take Destroyed pieces off the board and return them to the supply; each Destroyed Town adds 1 Fear and each Destroyed City adds 2 Fear.
Effect: The text instructions of a card or other game element.
Element: Affinity with an aspect of nature, usually granted by a Power Card. Lets you use threshold effects.
Elemental Thresholds: See Threshold Effects.
Energy: Pays for Power Cards. Carries over from turn to turn.
Explore: An Invader Action. Adds an Explorer.
Explorer: A type of Invader piece. Does 1 Damage, has 1 Health.
Fear: Fright done to Invaders. Advances Fear Markers, earning Fear Cards.
Fear Card: A card from the Fear Deck, earned by doing Fear to the Invaders. The Terror Level dividers are not Fear Cards.
Fear Effect: Anything done by an earned Fear Card.
Forget a Power Card: Permanently lose a Power Card from your hand, discard pile, or in play. Put it in the discard for its deck, or out of the game if it's Unique to your Spirit.
Gain a Power Card: Draw four Minor Powers or four Major Powers and keep one. When you gain a Major Power by any means, you must Forget (lose) a Power Card.
Gather: Move into a land from adjacent land(s).
Growth: The first part of the Spirit Phase. Lets you gain Energy, place Presence, gain new Power Cards, and reclaim played Power Cards.
Health: How much Damage an Invader or Dahan can take in one turn before it is Destroyed.
Inland Land: A land not adjacent to the printed Ocean area, or separated from it by cliffs.
Innate Power: A Power printed on your Spirit Panel.
Invader: A City, Town, or Explorer.
Invader Action: One of three bad things the Invaders do during the Invader Phase – Ravage, Build, or Explore – in a single land
Invader Card: Card in the Invader Deck, indicating in which lands the Invaders will act. Divided into Stage I, Stage II, and Stage III.
Island: The entire playing area of the game comprised of one or more Island Boards.
Island Board: An individual section of the island with 8 lands (2 of each type) on it.
Land: A bordered area on the Island map (other than Ocean). Whenever a land takes 2 Damage, you Add a Blight to it.
Land Type: A description of what sort of land to act upon. This may be a terrain, Coastal/Inland, or a requirement for what's in/not in the land (e.g. "A land with Invaders").
Land with (Blight, Dahan, Invaders): A land having at least one (Blight, Dahan, Invader).
Move: To put a piece already on the Island into a specific land, via Pushing, Gathering, or other means.
Ocean: Where the Invaders sail in. The Ocean borders without cliffs determine which lands are Coastal. Oceans are not lands.
Origin: The land from which a Power is originating, containing the Presence or Sacred Site necessary for the targeting of that Power.
Outnumber: "Where A outnumbers B" can be true in lands where there is no B. (For instance, "where Dahan outnumber Cities" is true in lands with no Cities, so long as there's 1 or more Dahan.)
Permanent Element: An Element shown on a Presence track. While uncovered, it gives an Element of that type.
Power: A Power Card or Innate Power.

Power Card: A Power on a card. May be a Minor Power, a Major Power, or a Unique Power.
Power Progression: A fixed sequence of Power Cards a Spirit gains instead of the usual "Draw 4, keep 1" from a Power Card Deck. Used in introductory games only.
Presence: A piece showing which lands on the island your Spirit lives in.
Push: Move to adjacent land(s).
Range: The maximum number of lands away you can use a Power or effect. You may always act closer! Measured from your Presence unless otherwise specified.
Ravage: An Invader Action. Invaders simultaneously deal Damage to the land and Dahan; surviving Dahan then fight back.
Reclaim: Take all played Power Cards from your personal discard pile into your hand of available Power Cards.
Remove: Take off the board and return to the supply. Distinct from Destroy; Removing Invaders does not cause Fear.
Repeat: Use the text effects of a Power again. Doesn't grant additional Elements. Repeats never chain.
Replace: Take one piece off the board and put another piece in its place.
Sacred Site: A land where a Spirit has 2 or more Presence.
Target: The land or Spirit a Power affects.
Terrain: Jungle, Mountain, Sands, or Wetland. Each land has one terrain.
Terror Level: A number from 1-3, representing how frightened the Invaders are. Sets the current Victory Condition.
Threshold Effects: Part of a Power's effects which depend on having certain Elements that turn.
Town: A type of Invader piece. Does 2 Damage, has 2 Health. Destroying a Town causes 1 Fear.
Type of Land: See Land Type.
Up To: May be zero. "Up to 3" means "0, 1, 2, or 3".
Your Land: A land with your Presence in it.

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...and special thanks to Anne Cross for her unwavering love and support. -Eric

ICONOGRAPHY

Explorer: A type of Invader. Does 1 Damage, has 1 Health.

Town: A type of Invader. Does 2 Damage, has 2 Health. 1 Fear when destroyed.

City: A type of Invader. Does 3 Damage, has 3 Health. 2 Fear when destroyed.

Dahan: A clan/village of local Islanders. Does 2 Damage, has 2 Health.

Blight: Environmental/spiritual harm to the Island.

Fear: Fright done to Invaders. Advances Fear Markers, earning Fear Cards.

Presence: A Spirit's Presence disk - where they live in the land.

Sacred Site: A land where a Spirit has 2 or more Presence.

Fast Power: Resolve its effects before the Invader Phase.

Slow Power: Resolve its effects after the Invader Phase.

/ Refers to both Explorers and Towns. "Push 2 /" can Push 2 , 1 and 1 , or 2 .

/ Refers to both Town and Cities. "A land with /" means a land with at least 1 , at least 1 , or both.

Invaders: Refers to Explorers, Towns, and Cities. , , and are all Invaders.

RANGE

0 — A land with your Presence.

1 — Range 1 from a Mountain with your Presence.

2 — Range 2 from a land with your Sacred Site.

+3 — Increases Range by 3 lands.

PRESENCE TRACK

Energy: Each Spirit Phase, gain Energy equal to the highest uncovered number.

Card Plays: Each Spirit Phase, play no more than the highest uncovered number.

Bonus Element: Gained so long as it is uncovered.

TARGET

ANY — Target is any one land.

COASTAL — Target is a land touching an Ocean.

INLAND — Target is a land not touching an Ocean.

INVADERS — Target is a land with Invaders.

INVADERS — Target is a land without Invaders.

Target is a Mountain or Wetland.

ANY — Target is any Spirit.

ANOTHER — Target is a Spirit other than yourself (except in solo game).

Target is a land with Dahan.

Target is a land with Blight.

Target is a land without Blight.

TURN ORDER *(All play is simultaneous.)*

Spirit Phase
- Growth
- Gain Energy
- Play and pay for Power Cards

Fast Power Phase (Cards and Innate)

Invader Phase
- **Fear Cards**
- **Ravage:** Invaders Damage the land and Dahan. Add Blight if the land takes 2 or more Damage. Surviving Dahan fight back.
- **Build:** If Invaders are present, add a Town or City.
- **Explore:** If a source of Invaders is adjacent/present, add an Explorer.
- Advance Invader Cards

Slow Power Phase (Cards and Innate)

Time Passes
- Played Power Cards go to personal discards.
- Damage and Elements go away.

For specific card clarifications and answers to any other questions, visit https://querki.net/u/darker/spirit-island-faq/#!Horizons+of+Spirit+Island

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